

IN THE CLAIMS:

1. (Currently Amended) An asymmetric two-way request-response communication method providing communication between a client transceiver servicing a user/application and a server transceiver while providing power management and conservation of power at the client transceiver, comprising:

maintaining the client transceiver in a power-off state until the client transceiver initiates a client communication with the server and enters a power-on state;

the client transceiver initiates a client communication with the server transceiver and requests information from the server transceiver;

the server transceiver transmits a server communication with the requested information to the client transceiver;

the client transceiver receives the server communication and then returns to a power-off state;

the server transceiver stays in a listening mode and waits for a client communication, and the server transceiver does not transmit unsolicited server communications to the client transceiver;

wherein the client transceiver has a time-out period, after which the client transceiver enters a power-on-state and transmits a client communication to the server transceiver; and an entity external of the client defines the time-out period.

2. (Cancelled).

3. (Currently Amended) The method of claim [2] 1, wherein the external entity is the user/application ~~defines the time-out period~~.
4. (Currently Amended) The method of claim [2] 1, wherein the external entity is the server, and the server defines the time-out period in a server communication.
5. (Original) The method of claim 4, wherein if the time-out period defined by the server is less than the time-out period defined by the user/application, then the time-out period defined by the server is used as the time-out period, and if the time-out period defined by the server is greater than the time-out period defined by the user/application, then the time-out period defined by the user/application is used as the time-out period.
6. (Original) The method of claim 4, wherein if the time-out period defined by the server is less than the time-out period defined by the user/application, then the time-out period defined by the user/application is used as the time-out period, and if the time-out period defined by the server is greater than the time-out period defined by the user/application, then the time-out period defined by the server is used as the time-out period.
7. (Original) The method of claim 1, wherein the method is employed with a small, limited-power, wireless, mobile device.
8. (Original) The method of claim 1, wherein the method is employed with one of a power badge, wireless toy, wireless sensor, wireless information access device, digital cell

phone, WAP phone, 2-way pager, interactive remote control, personal digital assistant, mobile computer, intelligent object, and other pervasive device.

9. (Original) The method of claim 1, further including providing the user/application with a display of an 'until-when' parameter, specifying the time or date until which the client transceiver will still operate.

10. (New) An asymmetric, two-way request-response communication method for providing communication between a client transceiver and a server transceiver, the method comprising the steps of:

maintaining the client transceiver in a power-off state for a defined length of time;

maintaining the server transceiver in a listening mode;

the client transceiver switching from the power-off state to a power-on state and initiating a client communication with the server transceiver, said client communication requesting information from the server transceiver;

the server transceiver receiving said request, and in response to receiving said request, the server transceiver sending to the client transceiver a server communication including the requested information;

if the client transceiver receives said server communication, the client transceiver than switching back to the power-off state;

providing the client transceiver with a timer having a time-out period;

if the client transceiver does not receive said server communication within said time-out period, the client transceiver then resending said client communication to the server transceiver;

when said time-out period ends, the client transceiver entering the power-on state and transmitting a client communication to the server transceiver;

wherein the step of providing the client transceiver with a timer having a time-out period includes the steps of:

- i) providing the client transceiver with a default time-out value,
- ii) the server transceiver providing the client transceiver with a server provided time-out value in the server communication,
- iii) the client transceiver comparing the default time-out value with the server provided time-out value and, on the basis of the comparison, selecting one of said values as the time-out period,
- iv) a user of the client transceiver providing a user specified value for the time-out period,

- v) at first times, the user of the client transceivers overriding the server specified time-out value, and setting the time-out period to a different time-out value, and
- vi) at second times, the server overriding the user specified time-out value, and setting the time-out period to a different time-out value;

wherein the step of the client transceiver initiating a client communication includes the step of said client transceiver communicating the request for information with a plurality of different servers; and

the step of the server transceiver sending to the client transceiver a server communication includes the steps of:

- i) each of said plurality of different servers replying to the client request for information, and
- ii) the client transceiver selecting one of said plurality of different servers to be addressed in an interactive remote control protocol.

11. (New) A method according to Claim 10, wherein the client transceiver is part of a client having a touch screen, and comprising the further steps of:

providing feedback to the user on remaining power on the client transceiver;

said feedback supplying a number of interactions still available for the user on the client transceiver;

displaying a parameter, determined based on the user specified value for the time-out period, specifying a time or date until which the client transceiver can still operate;

the user, based on said displayed parameter, increasing the user specified value for the time-out period to achieve a longer working period for the client transceiver.

12. (New) A method according to Claim 11 for use with a multitude of clients consisting of powered badges, wireless toys, wireless sensors, wireless information access devices, digital cell phones, WAP phones, two-way pagers, interactive remote controls, personal digital assistants, and mobile computers.